

INIT

login (server)	login (client)
	< ----- {"nickname": str}
(first player) {"client_id": 1; "OK": true} -> first login request	----- >
(already taken nickname) {"OK": false; "message": "Questo nickname è già stato usato"}	
(not first player) {"client_id": int; "leaderCards": ["card1": int, "card2": int, "card3": int, "card4": int]; "OK": true}	----- >
	< ----- {"chosenLeaderCards": ["card1": int, "card2": int]}

first login (server)	first login (client)
	< ----- {"numOfPlayers": int}
(<1 >4) {"OK": false; "message": "Numero inserito non valido"}	----- >
(1-4) {"leaderCards": ["card1": int, "card2": int, "card3": int, "card4": int]; "OK": true}	----- >
	< ----- {"chosenLeaderCards": ["card1": int, "card2": int]}

TURN ACTION

current player (server)	current player (client)
	< ----- {"isMyTurn": }
{"isCurrentPlayer": boolean}	----- >

buy card(server)	buy card (client)
	< ----- {"buyCard": { "deckRow": int; "deckColumn": int; "warehouse": boolean}}
(no available slots) {"OK": false; "message": "Non hai slot liberi"}	----- >
(not enough resources) {"OK": false; "message": "Non hai abbastanza risorse"}	----- >
(empty chosen deck) {"OK": false; "message": "Hai scelto un mazzetto vuoto"}	----- >
(on ok) {"OK": true; "bought_card": int}	
(more available slots) {"OK": true; "availableSlots": {"slot1": int, "slot2": int, "slot3": int}}	----- >
	< ----- {"chosenSlot": int}
{"OK": true; "bought_card": int}	

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notifyAll {"buy_card_change": {
    "client_id": int;
    "bought_card": int;
    "chosen_slot": int}}
notifyAll {"removed_deck_card": {
    "row": int
    "column": int;
    "empty": boolean;
    "new_card": int}}
notifyAll {"decreased_resource": {
    "client_id": int;
    "resource": Resource;
    "amount": int;
    "warehouse": boolean}}

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take marble (server)	take marble (client)
	< ---- {"takeMarble": {"row: boolean; "index": int}}
{"marbles": {"marble1": Marble; "marble2": Marble; "marble3": Marble}}	---- >
notifyAll {"taken_market_marble": {"row": boolean; "index": int}}	---- >

use marble (server)	use marble (client)
	< ---- {"use_marble": Marble}
(if WhiteMarble and 2 active WhiteConversionCard)	
{"whiteConversionCards": [{"card1": int; "card2": int}]}	---- >
	< ---- {"chosenLeaderCard": int}
notifyAll {"increased_faith_points": {"client_id": int, "faithPoints": 1}}	---- >
notifyAll {"increased_warehouse": { "client_id": int; "resource": Resource; "depot": int}}	---- >

available switch (server)	available switch (client)
	< ---- {"available_switch": }
(not available switches)	
{"OK": false; "message": "Non puoi effettuare scambi di deposito"}	---- >
(on ok)	
{"OK": true; "availableSwitches": { "switch1": [{"depot1": int; "depot2": int}; "switch2": [{"depot1": int; "depot2": int}; "switch3": [{"depot1": int; "depot2": int}]}	---- >

switch (server)	switch (client)
	< ----- {"switch": [{"depot1": int; "depot2": int}]}
(switch not possible) { "OK": false; "message": "Non puoi effettuare questo scambio" }	
(on ok) { "OK": true; "switch_depots": { "new_resource1": Resource; "new_amount1": int; "new_resource2": Resource; "new_amount2": int;}}	----- >
notifyAll {"switch_depots": { "client_id": int; "depot1": int; "new_resource1": Resource; "new_amount1": int; "depot2": int; "new_resource2": Resource; "new_amount2": int;}}	----- >

production power development card (server)	production power development card (client)
	< ----- {"activate_production": { "chosenCard": int; "warehouse": boolean}}
(not existing card) { "OK": false; "message": "Non possiedi alcuna carta in questo slot" }	----- >
(not enough resources) { "OK": false; "message": "Non hai abbastanza risorse" }	----- >
(on ok) { "OK": true }	----- >

basic production power (server)	basic production power (client)
	< ----- {"activate_basic_production": { "resourceDeleted1": Resource; "resourceDeleted2": Resource; "resourceObtained": Resource; "warehouse": boolean}}
(not enough resources) { "OK": false; "message": "Non hai abbastanza risorse" }	----- >
(on ok) { "OK": true }	----- >

additional production power (server)	additional production power (client)
	< ----- {"activate_additional_production": { "chosenLeaderCard": int; "resourceObtained": Resource; "warehouse": boolean}}
(card is not active or is not an AdditionalProductionPowerCard) { "OK": false; "message": "Non puoi utilizzare il potere di produzione extra" }	----- >
(on ok) { "OK": true }	----- >

end production power (server)	end production power (client)
	< ----- {"end_produciton_power": }
(no production power were casted)	
{"OK": false; "message": "Non hai attivato alcun potere di produzione"}	----- >
(on ok)	
{"OK": true; "faithPointsAcquired": int}	----- >
{"resources_flow": {	----- >
"resource": Resource;	
"warehouse_amount": int;	
"strongbox_amount": int}}	
notifyAll {"increased_faithPoints": {"client_id": int; "amount": int}}	----- >
notifyAll {"new_resource_amounts": {	----- >
"client_id": int;	
"resource": resource;	
"new_warehouse_amount": int;	
"new_strongbox_amount": int}}	

leader card activation (server)	leader card activation (client)
	< ----- {"leaderCard_activation": int}
(card already active)	
{"OK": false; "message": "Hai già attivato questa carta"}	----- >
(card previously discarded)	
{"OK": false; "message": "Hai scartato questa carta precedentemente"}	----- >
(not enough resources)	
{"OK": false;	----- >
"message": "Non hai abbastanza risorse per attivare questa carta"}	
(not enough cards)	
{"OK": false;	----- >
"message": "Hai bisogno di più carte per attivare questa carta"}	
(on ok)	
{"OK": true; "leaderCard": int}	----- >
notifyAll {"activated_leader_card": {	----- >
"client_id": int; "leaderCard": int}}	

leader card discard (server)	leader card discard (client)
	< ----- {"leaderCard_discard": int}
(card already active)	
{"OK": false; "message": "Hai attivato questa carta precedentemente"}	----- >
(card previously discarded)	
{"OK": false; "message": "Hai già scartato questa carta "}	----- >
(on ok)	
{"OK": true; "faithPoints": 1}	----- >
notifyAll {"discarded_leader_card": {	----- >
"client_id": int; "leaderCard": int}}	
notifyAll {"increased_faithPoints": {"client_id": int; "faithPoints": 1}	----- >

SERVER NOTIFY

buy card change (server)	buy card change (client)
<pre>{ "buy_card_change": { "client_id": int; "bought_card": int; "chosen_slot": int}}</pre>	----- >

removed deck card (server)	removed deck card (client)
<pre>{ "removed_deck_card": { "row": int "column": int; "empty": boolean; "new_card": int}}</pre>	----- >

decreased resource (server)	decreased resource (client)
<pre>{ "decreased_resource": { "client_id": int; "resource": Resource; "amount": int; "warehouse": boolean}}</pre>	----- >

taken market marble (server)	taken market marble (client)
<pre>{ "taken_market_marble": { "row": boolean; "index": int}}</pre>	----- >

increased faith points	increased faith points
<pre>{ "increased_faith_points": { "client_id": int, "faithPoints": int}}</pre>	----- >

increased warehouse (server)	increased warehouse (client)
<pre>{ "increased_warehouse": { "client_id": int; "resource": Resource; "depot": int}}</pre>	----- >

switch depots (server)	switch depots (client)
<pre>{ "switch_depots": { "client_id": int; "depot1": int; "new_resource1": Resource; "new_amount1": int; "depot2": int; "new_resource2": Resource; "new_amount2": int}}</pre>	----- >

new resource amount (server)	new resource amount (client)
<pre>{ "new_resource_amount": { "client_id": int; "resource": resource; "new_warehouse_amount": int; "new_strongbox_amount": int; } }</pre>	----- >

activated leader card (server)	activated leader card (client)
<pre>{ "activated_leader_card": { "client_id": int; "leaderCard": int; } }</pre>	----- >

discarded leader card (server)	discarded leader card (client)
<pre>{ "discarded_leader_card": { "client_id": int; "leaderCard": int; } }</pre>	----- >

end game (server)	end game (client)
<pre>{ "end_game": { "position": int; "victoryPoints": int; } }</pre>	----- >